
EA SPORTS
FIFA
SOCCER
2002
EVERYONE
E
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FIFA

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Screenshot	Game Description	Platform
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EA SPORTS FIFA SOCCER 2002

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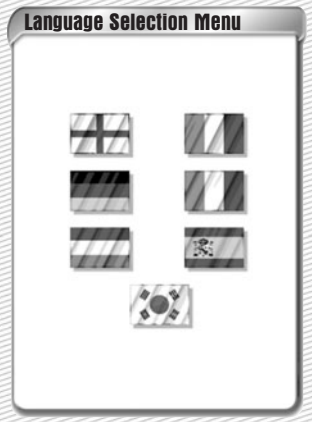
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1. INTRODUCTION

Get ready to embark on the world's most popular sport like you've never seen it before. Test your skills with six international leagues and 32 national teams.

2. STARTING THE GAME

Click the FIFA 2002 Icon in your Start Menu. Click on the preferred language using the Stylus.



3. MAIN MENU

Click on the desired option using the Stylus. Tapping on the button at any stage will take you to the previous screen.



3.1 Continue FIFA World Cup™ Qualifier

If you began a FIFA World Cup Qualifier previously, then the first option on the Main Menu will be "Continue FIFA World Cup Qualifier." If you choose to start a new World Cup Qualifier at this point, all your saved game data will be lost. See section 3.4 for more information on this feature.

3.2 Single Game

Select this option to play a single game against the CPU.

Click on the name of the team you wish to use, with the Stylus. Then do the same to select the team you wish to play against.

If you scroll left and right using the pointer arrows, you will be able to select from a variety of Club Teams of six European countries - England, France, Germany, Holland, Italy and Spain.



Squad Menu: You may select your team from 18 available players on the Club teams and 23 players for the National teams, each with their own Position, Speed and Skill ratings. You may also select your team tactics, including formation and style of play.

Use the Stylus to move around the screen and select players.

To swap 2 players on your team, use the Stylus to highlight a player's name, then tap on the other player's name you want to swap him with. 16 players are displayed on-screen.



and more can be viewed by tapping the Stylus on the scroll arrows at the bottom of the squad menu.

To select a new team formation, use the Stylus to highlight and cycle through the available formations in the Tactics box.

To select a new style of play, use the Stylus to highlight the style you wish to use in the Playstyle Box.

When you are finished, tap the button to begin the game.

3.3 Practice Match

Select this option to practice passing, shooting on the goal and corner kicks. Honing your skills in practice is a good idea before taking on the challenges of the FIFA World Cup Qualifier.

Click on the name of the team you wish to use, with the Stylus.

3.4 FIFA World Cup™ Qualifier

Choosing this option will take you into the FIFA World Cup Qualifier.

The FIFA World Cup Qualifier consists of 32 international teams, divided into 8 groups (Group A to Group H) consisting of 4 teams each. Each team plays every other team in its group, with the teams placed 1st and 2nd from each group going through to the knockout stages. Round 16 is the first knockout stage, followed by Quarter-Finals, Semi-Finals and ultimately, the FIFA World Cup Qualifier. To progress through the knockout stages, you must win every match to stay in the competition.



On the first screen, use the Stylus to select the team you wish to take through the FIFA World Cup Qualifier.

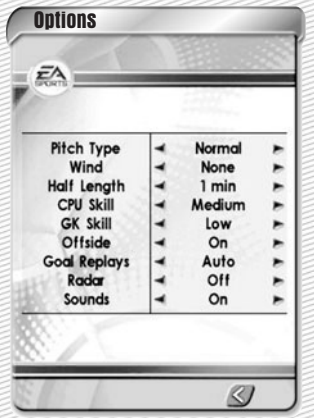
This will advance you to the First Round of the qualifying matches in your chosen group.

Clicking on the button icon using the Stylus will take you through to the Match screen, which shows your opponent, the time, date and location of the game. Tapping the button advances you to the Team Selection Screen where Players, Tactics and Playstyles can be modified.

Clicking the button icon with the Stylus will take you back to the main menu. You can continue your qualifying game progress at any time from the Front End Menu.

After the game, the results screen will be displayed. You can cycle through the results of all the matches by clicking on the Left and Right Scroll arrows using the Stylus.

Quitting Out of The FIFA World Cup™ Qualifying Matches: If at any point during the match you quit out of a game, your team will automatically lose that round 5-0. The game will then progress as normal into the next round of the competition (if applicable). If you wish to leave the current competition you may press the “Exit” Button while on one of the competition statistics screens.



3.5 Options Screen

Use the Stylus to highlight the option you wish to change, and cycle through the available options by clicking on the arrows for that option. Then click the button with the Stylus to return to the main menu.

Pitch Type: Normal, Hard, Wet, Soggy and Random. Each pitch type has its own bounce and roll characteristics.

Wind Type: None, Light and Strong. This affects the way the ball moves when in the air.

Half Length: 1, 2, 4 or 8 minutes.

CPU Skill: Low, Medium, High and Super. This alters the skill level of the CPU opposition.

GK Skill: Low, Medium, High and Super. This alters the general skill level of goalkeepers.

Offside: On or Off. This turns the offside rule on or off.

Goal Replays: Off or Auto. Automatic replay after a goal.

Radar: On or Off. Provides an overhead view of the field and player locations.

Sounds: On or Off. This affects both in-game sound effects and background music.

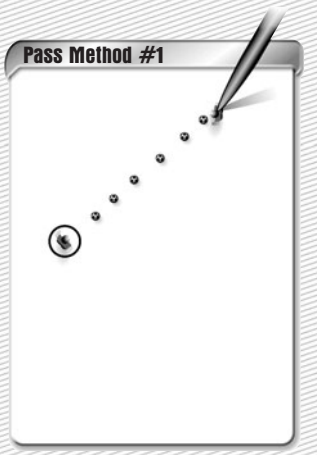
4. CONTROLS

Other controls may also have functions besides those described. The Base set of keys is explained below:

4.1 Moving

Use the Stylus to position where you want the active player to run. The active player is denoted by the circle on the pitch around him. The active player will run towards the Stylus location when it is touching the screen.

Note: Try not to remove the Stylus from the Screen as the player will pass the ball towards the Stylus's new position on the Screen, rather than dribbling the ball towards it.



4.2 Passing the Ball

There are two ways to **PASS**:

1) Use the Stylus to tap on the player that you wish to pass to (see screenshot to left), OR

2) Press any one of the buttons shown below and the player will pass in the direction that he is currently facing.



*All supported PDAs except for iPAQ® have this rotating wheel on the upper left side of the device.

4.3 Kick

Press any one of the buttons shown below and the player will **KICK** in the direction he is facing. The longer the button is depressed, the harder the kick and the higher the trajectory of the ball.



*All supported PDAs except for iPAQ® have this rotating wheel on the upper left side of the device.

4.4 Kick with Aftertouch

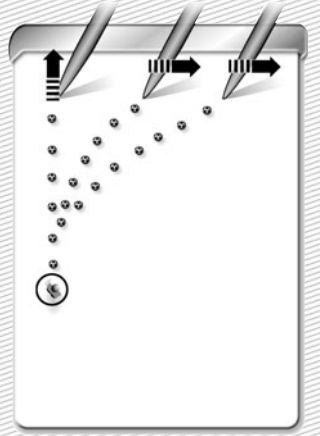
To apply spin/swerve to a kicked shot, move the Stylus in the direction that the ball should curve. This will cause the ball to curve towards the Stylus.

4.5 Sliding Tackle

Press a **KICK** button (see 4.3 above) when the active player is not in possession of the ball, and the player will perform a sliding tackle in the direction that he is facing. Sliding tackles increase the chances of a foul.

4.6 Active Player Selection

To select a different player to chase the ball, tap the Stylus on the player you wish to control. An automatic player selection feature will determine if this selection is sensible and in some cases it may revert to a player closer to the ball.



Kick/Shoot with After touch



Click on the scoreboard to bring up an in-game Pause menu.

Click on "R" to show an instant replay.

4.7 Replay

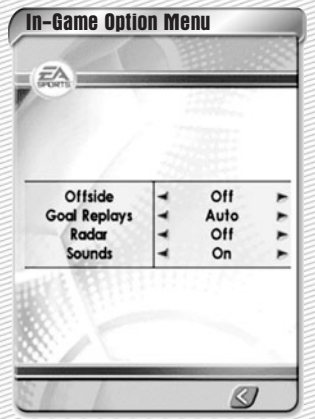
Click on "R" or press the calendar button to show a replay of the last few seconds of action. Slow down the replay by pressing the **CONTACTS** button of your handheld device while viewing the replay.



4.8 In-Game Pause Menu

Click the **SCOREBOARD** or press the **CONTACTS** button to bring up the in-game pause menu where you can change certain options.

Here you can change your formation **Tactics**, **Substitute** player(s), **Quit**, or **Continue** your game in progress. You can also alter other **Options**. See section 4.9 for more details of the **In-Game Options**.



4.9 In-Game Option Menu

In the **OPTION MENU**, the player can change the following:

Offside: On or Off. This turns the offside rule on or off.

Goal Replays: Off or Auto. Automatic replay after a goal.

Radar: On or Off. Provides an overhead view of the field and player locations.

Sounds: On or Off. This affects both in-game sound effects and background music.

5. PLAYING THE GAME

5.1 Attacking

When the player you are controlling has the ball, the Stylus is used to determine the direction the player dribbles. Press the **PASS** button to pass the ball in the direction your player is facing. Press the **KICK** button to kick the ball in the direction your player is facing. Hold the **KICK** button down after a kick to give the ball more 'air', and use the Stylus movement to apply swerve and aftertouch to the ball.

5.2 Defending

When you do not have the ball, you control the nearest player on your team to the ball.

When the ball is on the ground, press the **KICK** button to make your player attempt a sliding tackle. You may also attempt to tackle the opposing player by simply taking the ball off them.

When the ball is in the air, press the **KICK** button to make your player jump and attempt to head the ball.

5.3 Kick Off

Press the **KICK** or **PASS** button to take the kick off.

5.4 Corners

Press the **KICK** button and use the Stylus to direct the ball into the goal box.

5.5 Free Kicks

Press the **KICK** button to kick the ball in the direction of play. When within the shooting area, press the **KICK** button to shoot.

5.6 Penalty Kicks

To take a penalty kick, you must kick the ball when the Directional Indicator is at a suitable point. If you use the **KICK** button, you can add curve to the ball's trajectory using the Stylus. The longer the **KICK** button is held down, the higher and harder the ball will be kicked.

Alternatively, you can use the Stylus or the **PASS** button to guide the ball into the goalmouth, but you will have no opportunity to correct its trajectory once it has been kicked.

5.7 Goalkeepers

Goalkeepers are computer controlled, except when the ball is in their possession where you may press the **KICK** button to kick the ball or the **PASS** button to pass the ball. After kicking the ball, hold down the **KICK** button to give your kick more height, and use the Stylus to add direction or swerve to the kick.

5.8 Tactics / Substitutions

Click on the **SCOREBOARD** to bring up the **In-Game Pause Option** menu. Choose the **Tactics/Subs** option to change the tactics formation or substitute a player(s) using your Stylus or Control Pad. Click the  to return back to the **In-Game Pause Option** menu.

6. HINTS & TIPS

1) When selecting your Team and Tactics, ensure that your players' positions fit with the formation you have selected. For example. if you have selected 3-5-2, then you should select 1 Goalkeeper, 3 Defenders, 5 Midfielders and 2 Attackers.

2) Vary your playing strategy. Don't just kick the ball up the pitch and chase after it; try to use the wings and get crosses into the box.

3) Move the ball around quickly using the **KICK** button, rather than the **PASS** button, which should only be used for short direct passes. If the **PASS** button is used to pass when there is no player to receive it, the ball will get kicked forward in that direction.

7. CREDITS

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